

**Response to Office Action**

**USSN 09/293,509 filed April 15, 1999**

**Examiner C. White; Art Unit 3713**

a variable display for displaying graphical information corresponding to at least one of a plurality of graphical elements necessary for a principal game, the principal game having associated therewith a plurality of predetermined display states;

C 1  
a controller coupled to said variable display for causing said variable display to display the graphical information; and

Con 4  
a secondary display having a display area for displaying a plural number of a single kind of symbol images, the single kind of symbol images being associated with one of the plurality of predetermined display states displayed as a result of the principal game, the number of the single kind of symbol images displayed in the display area being increased each time that the principal game results in the one of the predetermined display states, thereby advancing a secondary game.

*Sub D 3* 2. (Amended) The gaming machine of claim 1, wherein the secondary game is completed when said display area is filled with the plural number of the single kind of symbol images.

C 2  
3. (Amended) The gaming machine of claim 1, wherein said secondary display has a further display area for displaying a plurality of a further single kind of symbol images.

4. (Amended) The gaming machine of claim 3, wherein said secondary game is completed when a one of said display and further display areas is filled with its respective single kind of symbol images.

5. (Amended) The gaming machine of claim 1, wherein an award is given to a player when said secondary game is completed.

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*Sub D 47* 6. (Amended) The gaming machine of claim 3, wherein said display and further display areas are allotted respective values.

*C 2* 7. (Amended) The gaming machine of claim 6, wherein the award given to the player is responsive to the particular symbol images displayed as filling the respectively associated one of said display and further display areas.

*Cont* 8. (Amended) The gaming machine of claim 5, wherein said controller executes a reset operation of said secondary display when said secondary game is completed.

9. (Amended) The gaming machine of claim 6, wherein said controller executes a reset operation of said secondary display, after any one of said display areas has been filled with symbol images.

*Sub D 57* 10. The gaming machine of claim 9, wherein a display area that is filled with symbol images is cleared to a blank condition in response to the execution of the reset operation.

*Sub D 67* 11. (Amended) The gaming machine of claim 9, wherein said display and further display areas are cleared to a blank condition in response to the execution of the reset operation.

12. (Amended) The gaming machine of claim 9, wherein said controller is arranged to perform a selection between a first reset operation for clearing to a blank condition only a one of said display and further display areas filled with symbol images and a second reset operation for clearing to a blank condition all of said display areas.

13. (Amended) The gaming machine of claim 9, wherein said secondary display is further provided with an allotment display portion for indicating a first value representing an